

Dylan Cianfrone

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Education

George Mason University, Fairfax VA

Applied Computer Science, BS

Awarded: December 2020

Computer Science, MS; concentration in Machine Learning Expected May 2021

Skills

- Adept at working in a team and communicating with others
- Receptive to new ideas and concepts
- Capable of picking up new methods and technologies on the fly
- Experience in Java, C++, Python, C, HTML/CSS

Relevant Coursework

- **Game Programming 2** (*Spring 2020*), **Software Engineering** (*Fall 2020*)
 - Experience working in a team on a large-scale project
 - Work with others to develop project timeline
 - Adjust to changing demands and problems to ensure project success
 - Practice using large, advanced data structures
- **Introduction to Artificial Intelligence** (*Fall 2020*)
 - Understand base concepts in artificial intelligence, including Bayes Nets, neural networks, and various search algorithms
 - Develop projects using these concepts to further understanding
- **Object-Oriented Software Specification and Construction** (*Spring 2021*)
 - Master contracts and other rules for creating strong objects in Java
 - Enforce understanding of mutable and immutable objects
- **Data Mining** (*Spring 2021*)
 - Create algorithms for clustering and classifying various large-scale datasets
 - Design and execute an original project using recommendation systems

Work Experience

Peer Mentor, Volgenau School of Engineering, Fairfax, VA

September 2018 - December 2020

- Tutor college students in various computer science and math courses
- Communicate in a way that works with each individual student
- Enforces a continued working knowledge of past coursework